Radu-Daniel VATAVU

Lista de lucrări

10 LUCRĂRI RELEVANTE

01. Radu-Daniel Vatavu, Matei Mancas. (2015). Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. *Personal and Ubiquitous Computing 19* (5-6). Springer London, 781-801. doi:10.1007/s00779-015-0862-z **(IF: 1.518, SRI: 1.148)**

02. Ionut-Alexandru Zaiți, Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. *Personal and Ubiquitous Computing 19* (5-6). Springer London, 821-838. doi:10.1007/s00779-015-0863-y **(IF: 1.518, SRI: 1.148)**

03. Radu-Daniel Vatavu, Gabriel Cramariuc, Doina Maria Schipor. (2015). Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. *International Journal of Human-Computer Studies 74*. Elsevier, 54-76. doi:10.1016/j.ijhcs.2014.10.007 **(IF: 1.293, SRI: 1.398)**

04. Radu-Daniel Vatavu, Jacob O. Wobbrock. (2015). Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. In *Proceedings of CHI'15, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 1325-1334. doi:10.1145/2702123.2702223 **(ARC A)**

05. Radu-Daniel Vatavu, Ionut-Alexandru Zaiți. (2013). Automatic Recognition of Object Size and Shape via User-Dependent Measurements of the Grasping Hand. *International Journal of Human-Computer Studies 71*(5), 590-607. doi:10.1016/j.ijhcs.2013.01.002 **(IF: 1.293, SRI: 1.398)**

06. Radu-Daniel Vatavu. (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. *Int. Journal Human-Computer Studies 71*(4), 387-409. doi:10.1016/j.ijhcs.2012.11.005 **(IF: 1.293, SRI: 1.398)**

07. Radu-Daniel Vatavu. (2013). A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. *Journal of Ambient Intelligence and Smart Environments 5*(2), 187-211. doi:10.3233/AIS-130200 **(IF: 1.063, SRI: 0.694)**

08. Radu-Daniel Vatavu. (2012). Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. *Journal of Ambient Intelligence and Smart Environments 4*(2), 79-93. doi:10.3233/AIS-2012-0137 **(IF: 1.063, SRI: 0.694)**

09. Radu-Daniel Vatavu, Géry Casiez, Laurent Grisoni. (2013). Small, Medium, or Large?: Estimating the User-Perceived Scale of Stroke Gestures. *Proceedings of CHI'13, the 31st ACM SIGCHI Conference on Human Factors in Computing Systems*. New York: ACM Press, 277-280. doi:10.1145/2470654.2470692 **(ARC A)**

10. Radu-Daniel Vatavu, Daniel Vogel, Géry Casiez, Laurent Grisoni. (2011). Estimating the Perceived Difficulty of Pen Gestures. *Proceedings of INTERACT'11, the 13th IFIP TC13 Conference on Human-Computer Interaction*. Lecture Notes in Computer Science 6947. Berlin: Springer, 89-106. doi:10.1007/978-3-642-23771-3_9 **(ARC A)**

TEZA DE DOCTORAT / TEZA DE ABILITARE

01. Radu-Daniel Vatavu. (2008). *Real-Time Acquisition of Human Gestures for Interacting with Virtual Reality*. Universitatea Ștefan cel Mare din Suceava & Universite des Sciences et Technologies de Lille / Lille1, Franța. DART Europe E-theses portal: http://www.dart-europe.eu/full.php?id=183481

02. Radu-Daniel Vatavu. (2014). *Designing Gesture Interaction by Understanding Users*. Universitatea Tehnică Cluj-Napoca.

07.01.2016

CĂRȚI / CAPITOLE

01. Radu-Daniel Vatavu. (2013). *Ghid practic pentru analiza și proiectarea algoritmilor. Aplicații în C#.* MatrixRom, București, ISBN 978-973-755-993-7, 220 pagini

02. Radu-Daniel Vatavu, Ovidiu-Ciprian Ungurean, Ștefan-Gheorghe Pentiuc. (2011). Body Gestures for Office Desk Scenarios. In D. England (Ed.), *Whole Body Interaction* (pp. 163-172). Springer Human-Computer Interaction Series. London: Springer-Verlag. doi:10.1007/978-0-85729-433-3_13

03. Radu-Daniel Vatavu. (2011). The Understanding of Meaningful Events in Gesture-Based Interaction. In J. Zhang, L. Shao, L. Zhang and G.A. Jones (Eds.), *Intelligent Video Event Analysis and Understanding* (pp. 1-19). Springer Studies in Computational Intelligence vol. 332. Berlin: Springer. doi:10.1007/978-3-642-17554-1_1

04. Radu-Daniel Vatavu. (2010). Creativity in Interactive TV: Personalize, Share, and Invent Interfaces. In A. Marcus, A. Cereijo Roibas, R. Sala (Eds.), *Mobile TV: Customizing Content and Experience* (pp. 121-139), Springer Human-Computer Interaction Series. London: Springer-Verlag. doi:10.1007/978-1-84882-701-1_12

05. Radu-Daniel Vatavu. (2009). Interfaces that Should Feel Right: Natural Interaction with Multimedia Information. In M. Grgic, K. Delac, M. Ghanbari (Eds.), *Recent Advances in Multimedia Signal Processing and Communications* (pp. 145-170). Springer Studies in Computational Intelligence vol. 231. Berlin: Springer. doi:10.1007/978-3-642-02900-4_7

06. Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. 2009. *Algoritmi și metode de programare în Java.* Editura Universității Suceava, ISBN 978-973-666-323-9, 294 pagini

ARTICOLE ÎN REVISTE

01. Radu-Daniel Vatavu, Matei Mancas. (2015). Evaluating Visual Attention for Multi-Screen Television: Measures, Toolkit, and Experimental Findings. *Personal and Ubiquitous Computing 19* (5-6). Springer London, 781-801. doi:10.1007/s00779-015-0862-z **(IF: 1.518, SRI: 1.148)**

02. Ionut-Alexandru Zaiți, Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. (2015). On Free-Hand TV Control: Experimental Results on User-Elicited Gestures with Leap Motion. *Personal and Ubiquitous Computing 19* (5-6). Springer London, 821-838. doi:10.1007/s00779-015-0863-y **(IF: 1.518, SRI: 1.148)**

03. Radu-Daniel Vatavu, Gabriel Cramariuc, Doina Maria Schipor. (2015). Touch Interaction for Children Aged 3 to 6 Years: Experimental Findings and Relationship to Motor Skills. *International Journal of Human-Computer Studies 74.* Elsevier, 54-76. doi:10.1016/j.ijhcs.2014.10.007 **(IF: 1.293, SRI: 1.398)**

04. Radu-Daniel Vatavu, Ionut-Alexandru Zaiți. (2013). Automatic Recognition of Object Size and Shape via User-Dependent Measurements of the Grasping Hand. *International Journal of Human-Computer Studies 71*(5). Elsevier, 590-607. doi:10.1016/j.ijhcs.2013.01.002 **(IF: 1.293, SRI: 1.398)**

05. Radu-Daniel Vatavu. (2013). The Impact of Motion Dimensionality and Bit Cardinality on the Design of 3D Gesture Recognizers. *International Journal of Human-Computer Studies 71*(4). Elsevier, 387-409. doi:10.1016/j.ijhcs.2012.11.005 **(IF: 1.293, SRI: 1.398)**

06. Radu-Daniel Vatavu. (2013). A Comparative Study of User-Defined Handheld vs. Freehand Gestures for Home Entertainment Environments. *Journal of Ambient Intelligence and Smart Environments 5*(2). IOS Press, 187-211. doi:10.3233/AIS-130200 **(IF: 1.063, SRI: 0.694)**

07. Bogdan Pogorelc, Artur Lugmayr, Bjorn Stockleben, Radu-Daniel Vatavu, Nina Tahmasebi, Estefania Serral, Emilija Stojmenova, Bojan Imperl, Thomas Risse, Gideon Zenz, Matjaz Gams. (2013). Ambient Bloom: New Business, Content, Design and Models to Increase the Semantic Ambient Media Experience. *Multimedia Tools and Applications, 66*(1). Springer, 7-32. doi:10.1007/s11042-012-1228-4 **(IF: 1.346, SRI: 0.825)**

08. Radu-Daniel Vatavu. (2013). On Designing Interactivity Awareness for Ambient Displays. *Multimedia Tools and Applications, 66*(1). Springer, 59-80. doi:10.1007/s11042-012-1140-y **(IF: 1.346, SRI: 0.825)**

07.01.2016

09. Radu-Daniel Vatavu. (2012). Nomadic Gestures: A Technique for Reusing Gesture Commands for Frequent Ambient Interactions. *Journal of Ambient Intelligence and Smart Environments, 4*(2). IOS Press, 79-93. doi:10.3233/AIS-2012-0137 **(IF: 1.063, SRI: 0.694)**

10. Radu-Daniel Vatavu. (2012). Point & Click Mediated Interactions for Large Home Entertainment Displays. *Multimedia Tools and Applications, 59*(1). Springer, 113-128. doi:10.1007/s11042-010-0698-5 **(IF: 1.346, SRI: 0.825)**

11. Bogdan Pogorelc, Radu-Daniel Vatavu, Artur Lugmayr, Bjorn Stockleben, Thomas Risse, Juha Kaario, Estefania Constanza Lomonaco, Matjaz Gams. (2012). Semantic Ambient Media: From Ambient Advertising to Ambient-Assisted Living. *Multimedia Tools and Applications, 58*(2). Springer, 399-425. doi:10.1007/s11042-011-0917-8 **(IF: 1.346, SRI: 0.825)**

12. Radu-Daniel Vatavu. (2012). Presence Bubbles: Supporting and Enhancing Human-Human Interaction with Ambient Media. *Multimedia Tools and Applications, 58*(2), 371-383. doi:10.1007/s11042-010-0674-0 **(IF: 1.346, SRI: 0.825)**

13. Remus Prodan, Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. (2012). An Efficient Solution for Hand Gesture Recognition from Video Sequence. *Advances in Electrical and Computer Engineering, 12* (3), 85-88, doi:10.4316/AECE.2012.03013

14. Cristian Andy Tănase, Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc, Adrian Graur. (2008). Detecting and Tracking Multiple Users in the Proximity of Interactive Tabletops. *Advances in Electrical and Computer Engineering, 8*(2). Suceava, 61-64. doi:10.4316/AECE.2008.02011

15. Radu-Daniel Vatavu, Stefan-Gheorghe Pentiuc, Laurent Grisoni, Christophe Chaillou. (2008). Modeling Shapes for Pattern Recognition: A Simple Low-Cost Spline-based Approach. *Advances in Electrical and Computer Engineering, 8*(1). Suceava, 67-71. doi:10.4316/AECE.2008.01012

16. Radu-Daniel Vatavu, Stefan-Gheorghe Pentiuc. (2008). Multi-Level Representation of Gesture as Command for Human-Computer Interaction. *Computing and Informatics, 27*(6). Slovak Academy of Sciences, 837-851

17. Adriana Băcilă, Xavier Decoopman, Radu-Daniel Vatavu, G. Mesmacque, M. Vodă, V.A. Șerban. (2007). Computer Simulation of Fatigue Crack Propagation under Random Loading Conditions. *International Journal of Fatigue, 29*(9-11). Elsevier, 1772-1780. doi:10.1016/j.ijfatigue.2007.02.026 **(IF: 2.275, SRI: 2.342)**

18. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc. (2006). Motion and color cues for hands detection in video based gesture recognition. *International Journal of Computers, Communications & Control 1(S)*, 465-469

19. Radu-Daniel Vatavu, Stefan-Gheorghe Pentiuc, Christophe Chaillou. (2005). On Natural Gestures for Interacting in Virtual Environments. *Advances in Electrical and Computer Engineering, 5*(12), 72-79

CONFERINȚE INTERNAȚIONALE

01. Radu-Daniel Vatavu, Lisa Anthony, Quincy Brown. (2015). Child or Adult? Inferring Smartphone Users' Age Group from Touch Measurements Alone. In *Proceedings of INTERACT'15, the 15th IFIP TC.13 International Conference on Human-Computer Interaction.* Springer, 1-9. doi:10.1007/978-3-319-22723-8_1 **(ARC A) (Acc. Rate: 85/286=30%)**

02. Christian Schönauer, Annette Mossel, Ionut-Alexandru Zaiti, Radu-Daniel Vatavu. (2015). Touch, Movement & Vibration: User Perception of Vibrotactile Feedback for Touch and Mid-Air Gestures. In *Proc. of INTERACT'15, the 15th IFIP TC.13 Int. Conf. on Human-Computer Interaction.* Springer, 165-172. doi:10.1007/978-3-319-22723-8_14 **(ARC A) (30%)**

03. Dorin-Mircea Popovici, Radu-Daniel Vatavu, Mihai Polceanu. (2015). GRASPhere: A Prototype to Augment Indirect Touch with Grasping Gestures. In *Proceedings of the 14th International Conference on Mobile and Ubiquitous Multimedia (MUM '15).* ACM, New York, NY, USA, 350-354. doi:10.1145/2836041.2841206

04. Radu-Daniel Vatavu. (2015). Audience Silhouettes: Peripheral Awareness of Synchronous Audience Kinesics for Social Television. In *Proceedings of TVX'15, the 2nd ACM International Conference on Interactive Experiences for TV and Online Video.* New York: ACM Press, 13-22. doi:10.1145/2745197.2745207 **(Acc. Rate: 12/50=24%)**

     BEST PAPER AWARD

07.01.2016

05. Radu-Daniel Vatavu, Jacob O. Wobbrock. (2015). Formalizing Agreement Analysis for Elicitation Studies: New Measures, Significance Test, and Toolkit. In *Proceedings of CHI'15, the 33rd ACM SIGCHI Conference on Human Factors in Computing Systems.* ACM Press, 1325-1334. doi:10.1145/2702123.2702223 **(ARC A) (Acc. Rate: 495/2150=23%)**
"BEST OF CHI" HONORABLE MENTION AWARD

06. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2014). Gesture Heatmaps: Understanding Gesture Performance with Colorful Visualizations. In *Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction.* New York: ACM Press, 172-179. doi:10.1145/2663204.2663256 **(ARC B) (Acc. Rate: 49/127=39%)**

07. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Understanding Users' Perceived Difficulty of Multi-Touch Gesture Articulation. In Proceedings of ICMI'14, the 16th ACM International Conference on Multimodal Interaction. New York: ACM Press, 232-239. doi:10.1145/2663204.2663273 **(ARC B) (Acc. Rate: 49/127=39%)**

08. Radu-Daniel Vatavu, Matei Mancas. (2014). Visual Attention Measures for Multi-Screen TV. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video.* New York: ACM Press, 111-118. doi:10.1145/2602299.2602305 **(Acc. Rate: 20/80=25%)**

09. Radu-Daniel Vatavu, Ionut-Alexandru Zaiţi. (2014). Leap Gestures for TV: Insights from an Elicitation Study. *Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video.* New York: ACM Press, 131-138 doi:10.1145/2602299.2602316 **(Acc. Rate: 20/80=25%)**

10. Yosra Rekik, Radu-Daniel Vatavu, Laurent Grisoni. (2014). Match-Up & Conquer: A Two-Step Technique for Recognizing Unconstrained Bimanual and Multi-Finger Touch Input. *Proceedings of AVI'14, the 12th International Working Conference on Advanced Visual Interfaces.* New York: ACM Press, 201-208 doi:10.1145/2598153.2598167 **(ARC B) (Acc.Rate: 28%)**

11. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2013). Relative Accuracy Measures for Stroke Gestures. *Proceedings of ICMI'13, the 15th ACM International Conference on Multimodal Interaction.* New York: ACM Press, 279-286. doi:10.1145/2522848.2522875 **(ARC B) (Acc. Rate: 50/133=38%)**

12. Radu-Daniel Vatavu, Matei Mancaş. (2013). Interactive TV Potpourris: An Overview of Designing Multi-screen TV Installations for Home Entertainment. *Proceedings of INTETAIN'13, 5th International ICST Conference on Intelligent Technologies for Interactive Entertainment.* Lecture Notes of the Institute for Computer Sciences vol. 124. Springer International Publishing, 49-54. doi:10.1007/978-3-319-03892-6_6

13. Radu-Daniel Vatavu. (2013). There's a World outside Your TV: Exploring Interactions beyond the Physical TV Screen. *Proceedings of EuroITV'13, the 11th European Conference on Interactive TV and Video.* New York: ACM Press, 143-152. doi:10.1145/2465958.2465972 **(Acc. Rate: 21/58=36%)**

14. Ionuţ-Alexandru Zaiţi, Radu-Daniel Vatavu, Ştefan-Gheorghe Pentiuc. (2013). Exploring Hand Posture for Smart Mobile Devices. *Proceedings of SouthCHI'13, the 1st Int. Conf. on Human Factors in Computing and Informatics.* Lecture Notes in Computer Science vol. 7946. Berlin: Springer, 721-731. doi:10.1007/978-3-642-39062-3_52 **(Acc. Rate: 57/169=34%)**

15. Lisa Anthony, Radu-Daniel Vatavu, Jacob O. Wobbrock. (2013). Understanding the Consistency of Users' Pen and Finger Stroke Gesture Articulation. *Proceedings of GI'13, the 39th Graphics Interface Conference.* Toronto, Ontario: Canadian Information Processing Society, 87-94. doi:2532129.2532145 **(ARC B) (Acc. Rate: 16/42=38%)**

16. Radu-Daniel Vatavu, Géry Casiez, Laurent Grisoni. (2013). Small, Medium, or Large?: Estimating the User-Perceived Scale of Stroke Gestures. *Proceedings of CHI'13, the 31st ACM SIGCHI Conference on Human Factors in Computing Systems.* New York: ACM Press, 277-280. doi:10.1145/2470654.2470692 **(ARC A) (Acc. Rate: 392/1963=20%)**

17. Radu-Daniel Vatavu, Cătălin Marian Chera, Wei-Tek Tsai. (2012). Gesture Profile for Web Services: An Event-driven Architecture to Support Gestural Interfaces for Smart Environments. *Proceedings of AmI'12, the International Joint Conference on Ambient Intelligence.* Lecture Notes in Computer Science vol. 7683. Berlin: Springer, 161-176. doi:10.1007/978-3-642-34898-3_11 **(ARC C) (Acc. Rate: 18/47=38%)**

18. Radu-Daniel Vatavu, Lisa Anthony, Jacob O. Wobbrock. (2012). Gestures as Point Clouds: A $P Recognizer for User Interface Prototypes. *Proceedings of ICMI'12, the 14th ACM International Conference on Multimodal Interaction.* New York: ACM Press, 273-280. doi:10.1145/2388676.2388732 **(ARC B) (ACC. RATE LONG PAPERS: 15/74=20%)**
    🏆 **OUTSTANDING PAPER AWARD**

19. Cătălin Marian Chera, Wei-Tek Tsai, Radu-Daniel Vatavu. (2012). Gesture Ontology for Informing Service-Oriented Architectures. *Proceedings of ISIC'12, the IEEE International Symposium on Intelligent Control.* Washington, D.C.: IEEE Computer Society, 1184-1189. doi:10.1109/ISIC.2012.6398257 **(ARC B)**

20. Radu-Daniel Vatavu. (2012). User-Defined Gestures for Free-Hand TV Control. *Proc. of EuroITV'2012, the 10th European Conf. on Interactive TV and Video.* New York: ACM Press, 45-48. doi:10.1145/2325616.2325626 **(ACC. RATE: 31/91=34%)**

21. Radu-Daniel Vatavu. (2012). Small Gestures Go a Long Way: How Many Bits per Gesture Do Recognizers Actually Need? *Proceedings of DIS'12, the 9th ACM International Conference on Designing Interactive Systems.* New York: ACM Press, 328-337. doi:10.1145/2317956.2318006 **(ARC B) (ACC. RATE: 90/449=20%)**

22. Radu-Daniel Vatavu. (2012). 1F: One Accessory Feature Design for Gesture Recognizers. *Proceedings of IUI'12, the 17th International Conference on Intelligent User Interfaces.* New York: ACM Press, 297-300. doi:10.1145/2166966.2167022 **(ARC A) (ACC. RATE: 49/212=23%)**

23. Radu-Daniel Vatavu. (2011). The Effect of Sampling Rate on the Performance of Template-based Gesture Recognizers. *Proceedings of ICMI'11, the 13th International Conference on Multimodal Interaction.* New York: ACM Press, 271-278. doi:10.1145/2070481.2070531 **(ARC B) (ACC. RATE: 47/120=39%)**

24. Radu-Daniel Vatavu, Daniel Vogel, Géry Casiez, Laurent Grisoni. (2011). Estimating the Perceived Difficulty of Pen Gestures. *Proceedings of INTERACT'11, the 13th IFIP TC13 Conference on Human-Computer Interaction.* LNCS vol. 6947. Berlin: Springer, 89-106. doi:10.1007/978-3-642-23771-3_9 **(ARC A) (ACC. RATE: 111/402=27%)**

25. Radu-Daniel Vatavu. (2011). Reusable Gestures for Interacting with Ambient Displays in Unfamiliar Environments. *Proceedings of ISAmI'11, the 2nd International Symposium on Ambient Intelligence.* Advances in Intelligent and Soft Computing vol. 92. Berlin: Springer, 157-164. doi:10.1007/978-3-642-19937-0_20

26. Radu-Daniel Vatavu, Laurent Grisoni, Ştefan-Gheorghe Pentiuc. (2010). Multiscale Detection of Gesture Patterns in Continuous Motion Trajectories. *Proceedings of GW'09, the 8th International Gesture Workshop.* Lecture Notes in Computer Science vol. 5934. Berlin: Springer, 85-97. doi:10.1007/978-3-642-12553-9_8

27. Radu-Daniel Vatavu, Laurent Grisoni, Ştefan-Gheorghe Pentiuc. (2009). Gesture Recognition Based on Elastic Deformation Energies. *Proceedings of GW'07, the 7th International Gesture Workshop.* Lecture Notes in Computer Science vol. 5085. Berlin: Springer, 1-12. doi:10.1007/978-3-540-92865-2_1

28. Radu-Daniel Vatavu, Ştefan-Gheorghe Pentiuc. (2008). Interactive Coffee Tables: Interfacing TV within an Intuitive, Fun and Shared Experience. *Proceedings of EuroITV'08, the 6th European Interactive TV Conference.* Lecture Notes in Computer Science vol. 5066. Berlin: Springer, 183-187. doi:10.1007/978-3-540-69478-6_24 **(ACC. RATE: 42/156=27%)**

29. Radu-Daniel Vatavu, Ştefan-Gheorghe Pentiuc, Christophe Chaillou, Laurent Grisoni, Samuel Degrande. (2006). Visual Recognition of Hand Postures for Interacting with Virtual Environments. *Proceedings of DAS'06, the 8th International Conference on Development and Application Systems.* Suceava, 477-482.

ALTE LUCRĂRI

01. Radu-Daniel Vatavu. (2015). Gesture Interfaces, Ambient Intelligence, and Augmented Reality for the Interactive TV. In *Proceedings of the ACM International Conference on Interactive Experiences for TV and Online Video (TVX '15).* ACM, New York, NY, USA, 197-198. doi:10.1145/2745197.2745698

07.01.2016

02. Radu-Daniel Vatavu. (2014). Designing New Interactive TV Applications with Gestures, Ambient Intelligence, and Augmented Reality. *Adjunct Proceedings of TVX'14, the ACM International Conference on Interactive Experiences for TV and Online Video.*

03. Radu-Daniel Vatavu. (2013). Designing Gestural Interfaces for the Interactive TV. *Proceedings of EuroITV'2013, the 11th European Conference on Interactive TV and Video.* New York: ACM Press, 167-168. doi:10.1145/2465958.2465981

04. Radu-Daniel Vatavu. (2012). Designing Gestural Interfaces for Future Home Entertainment Environments. *Adjunct Proceedings of EuroITV'2012, the 10th European Conference on Interactive TV and Video.* Berlin, Fraunhofer Institute for Open Communication Systems, 136-137

05. Radu-Daniel Vatavu, Ionuț-Alexandru Zaiți. (2011). An Investigation of Extrinsic-Oriented Ambient Exploration for Gaming Applications. In R. Wichert *et al.* (Eds.), *Constructing Ambient Intelligence* (pp. 245-248). Springer Communications in Computer and Information Science. 277. Berlin: Springer-Verlag. doi:10.1007/978-3-642-31479-7_42

06. Radu-Daniel Vatavu. (2010). Understanding Challenges in Designing Interactions for the Age of Ambient Media. *Proceedings of SAME'10, the 3rd Workshop on Semantic Ambient Media Experience, in conjunction with AmI'2010.* Tampere: Tampere University of Technology, 8-13

07. Radu-Daniel Vatavu. (2009). Enhancing Human-Human Interactions through Emotional Responsive Ambient Media. *Proceedings of SAME'2009, the 2nd Workshop on Semantic Ambient Media Experience, in conj. with AmI'2009.*

08. Radu-Daniel Vatavu, Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiuc. (2009). Gestures for your Workplace: Investigating Body Interaction for Everyday Desk Scenarios. *WBI'2009, the 3rd Workshop on Whole Body Interaction*

09. Ovidiu Ciprian Ungurean, Ștefan-Gheorghe Pentiuc, Radu-Daniel Vatavu. (2009). Use Your Head: An Interface for Computer Games using Head Gestures. *Proceedings of GW'2009, the 8th International Gesture Workshop.*

10. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc, Tudor Ioan Cerlincă. (2007). Bringing Context into Play: Supporting Game Interaction through Real-Time Context Acquisition. *Proceedings of WMISI'07, the Workshop on Multimodal Interfaces in Semantic Interaction at ICMI'2007,* 3-8. New York: ACM Press. doi:10.1145/1330572.1330573

11. Radu-Daniel Vatavu, Ștefan-Gheorghe Pentiuc. (2005). A Graphical User Interface with Real-Time Information Feedback for a Video Camera Controlled Arm Robot. *Proceedings of IWCIT'2005, the International Workshop of Control and Information Technologies,* 49-54.

REZUMAT

Articole în reviste cotate ISI	18
Total factor de impact reviste / Total factor de impact pe autor	20.883 / 11.535
Total SRI / Total SRI pe autor	15.555 / 8.422
Număr articole indexate ISI	29
Număr articole în proceedings ARC (A + B + C)	16 = 6 + 9 + 1
Număr articole în proceedings BDI (ACM DL, SpringerLink, DBLP)	29
Premii articole	3

07.01.2016